

## CLAIMS

1. An amusement ride comprising an output member having an anthropomorphic robot arm adapted for six degrees of movement, said ride further comprising a passenger station in movable engagement with said output member, a platform, and optionally a ticket reader.
2. An amusement ride as claimed in Claim 1, in which said ride is supported on the ground.
3. An amusement ride as claimed in Claim 1, in which said ride is supported from a wall.
4. An amusement ride as claimed in Claim 1, in which said ride is supported from a ceiling.
5. An amusement ride as claimed in Claim 1, in which said ride is mounted on a carousel.
6. An amusement ride as claimed in Claim 1, in which said ride is mounted on a column.
7. An amusement ride as claimed in Claim 6, in which said column is provided with means to cause vertical movement of the ride along a path parallel to the axis of the column.
8. An amusement ride, as claimed in Claim 6 or 7, in which said column is mounted on a carousel.
9. An amusement ride as claimed in any one of Claims 1 to 8, in which the passenger station comprises one or more seats.

10. An amusement ride as claimed in any one of the preceding claims in which the passenger station has means for audio-visual interaction.

11. An amusement ride as claimed in Claim 10, in which the audio-  
5 visual interaction is respectively provided by speakers and a display means.

12. An amusement ride as claimed in Claim 11, in which the audio-  
visual interaction is synchronised with movements of the said ride.

10

13. An amusement ride as claimed in Claim 11 or Claim 12, in which the audio-visual interaction is stored on a data carrier.

14. An amusement ride as claimed in Claim 13, in which the data  
15 carrier is a Mini Disc, a CD-ROM, a magneto-optical device, a video tape, a hard drive, a Digital Versatile Disc (DVD) or equivalent data carrier.

15

16. An amusement ride as claimed in Claim 14, in which the audio-  
20 visual interaction is stored on a combination of any two or more of said data carriers.

17. An amusement ride as claimed in any one of the preceding claims, in which lighting effects are used throughout the ride.

25

18. An amusement ride as claimed in Claim 16, or Claim 17, in which the lighting effects are synchronised with the ride.

30

19. An amusement ride as claimed in Claim 16, or Claim 17, in which the lighting effects comprise strobe, laser or disco light effects or any combination thereof.

19. An amusement ride as claimed in Claim 11, in which the display means comprises a plasma screen, a liquid crystal display (LCD), an active matrix Organic Light Emitting Diode display (OLED) or a Light Emitting Polymer (LEP) display.

5

20. An amusement ride as claimed in any one of Claims 9 to 19, in which the passenger station seats include a retaining means.

10

21. An amusement ride as claimed in Claim 20, in which the retaining means comprises a belt or similar harness.

15

22. An amusement ride as claimed in Claim 20, in which the retaining means comprises a pull down harness.

20

23. An amusement ride as claimed in any one of Claims 20 to 22, in which the retaining means is in operative engagement with a linear actuator.

25

24. An amusement ride as claimed in any one of the preceding claims, in which said ride further comprises a weight sensor.

20

25. An amusement ride as claimed in Claim 24, in which the weight sensor acts, in use, to counter out of balance loads.

25

26. An amusement ride as claimed in Claim 24, in which the weight sensor acts, in use, to counter a maximum weight overload.

25

27. An amusement ride as claimed in any one of the preceding claims, in which said ride further comprises a controller.

28. An amusement ride as claimed in Claim 27, in which the controller is located in the passenger station.

29. An amusement ride as claimed in Claim 27, in which the controller is located at a passenger entrance to the ride.

30. An amusement ride as claimed in Claim 27, 28 or 29, in which the controller is used to select a pre-programmed ride.

31. An amusement ride as claimed in Claim 27, 28 or 29, in which the controller is used to control said amusement ride independently of the pre-programmed ride.

32. An amusement ride as claimed in any one of Claims 27 to 31, in which the controller is a joystick.

33. An amusement ride as claimed in any one of Claims 27 to 31, in which the controller is a steering wheel.

34. An amusement ride as claimed in any one of Claims 27 to 31, in which the controller is a joypad.

35. An amusement ride as claimed in any one of Claims 27 to 34, in which the controller further comprises one or more foot pedals.

36. An amusement ride as claimed in any one of Claims 27 to 35, in which the controller comprises a combination of any one or more of the controllers as claimed in Claims 32 to 35.

37. An amusement ride as claimed in any one of Claims 1 to 36, in which the ticket reader can read a ticket, said ticket being compatible with said ride.

5 38. An amusement ride as claimed in Claim 37, in which the ticket is a card made from a plastics material.

39. An amusement ride as claimed in Claim 37 or 38, in which the ticket has a code defining a pre-programmed ride.

10

40. An amusement ride as claimed Claim 39, in which the ticket code is a bar code.

41. An amusement ride as claimed in Claim 39, in which the code is

15 contained in a microchip incorporated in the ticket.

42. An amusement ride as claimed in any one of the preceding claims, in which said ride comprises one or more steps with a platform in operative engagement with said steps.

20

43. An amusement ride as claimed in Claim 42, in which the platform is adapted for pivotal movement about a substantially horizontal axis.

44. An amusement ride as claimed in Claim 42 or 43, in which the

25 platform is raised and lowered about its axis by means of one or more actuators.

45. An amusement ride as claimed in Claim 44, in which the or each actuator is hydraulically or pneumatically operated.

30

46. An amusement ride as claimed in any one of Claims 42 to 45, in which the platform is raised or lowered about its axis by a combination of hydraulic and pneumatic actuators.

5 47. An amusement ride as claimed in any one of Claims 1 to 41, in which said ride comprises one or more steps in engagement with a fixed platform.

10 48. An amusement ride as claimed in any one of Claims 1 to 41, in which a platform is retracted into a stowage box and, in use, said platform is extended to engage with the ride.

49. An amusement ride as claimed in Claim 48, in which the platform is retracted and extended by means of one or more actuators.

15 50. An amusement ride as claimed in Claim 49, in which the or each actuator is hydraulically or pneumatically operated.

20 51. An amusement ride as claimed in any one of Claims 48 to 50, in which the platform is retracted and extended by means of a combination of hydraulic and pneumatic actuators.

52. An amusement ride as claimed in any one of Claims 42 to 51, in which the platform further comprises a safety barrier.

25 53. An amusement ride as claimed in Claim 52, in which the safety barrier is adapted for pivotal movement about a substantially vertical axis.

30 54. An amusement ride as claimed in Claim 42, and in any one of Claims 43 to 53, when dependent on Claim 42, in which the platform and

safety barrier are each adapted for pivotal movement about a substantially 45° axis.

55. An amusement ride as claimed in any one of the preceding claims 5 in which said ride further comprises safety means.

56. An amusement ride as claimed in Claim 55, in which the safety means are controlled by a computer.

10 57. An amusement ride as claimed in Claim 55 or 56, in which the safety means comprises actuators.

58. An amusement ride as claimed in Claim 57, in which the actuators are electro-mechanically, hydraulically or pneumatically operated, or a 15 combination of Electro-Mechanical, hydraulic and pneumatic operation.

59. An amusement ride as claimed in any one of Claims 55 to 58, in which the safety means limits a G-force generated by said ride.

20 60. An amusement ride as claimed in any one of the preceding claims, comprising more than one of said rides.

61. An amusement ride as claimed in Claim 60, in which two or more rides are programmed to move synchronously.

25 62. An amusement ride as claimed in Claim 61, in which two or more rides are programmed to move asynchronously.

63. An amusement ride as claimed in any one of the preceding claims, 30 in which the ride is fitted with optical emitter and receiver assemblies to monitor an alighting procedure.

64. An amusement ride as claimed in Claim 63, in which the ride is fitted with optical emitter and receiver assemblies to monitor said ride throughout a ride sequence.

5 65. An amusement ride as claimed in Claim 63 or 64, in which the optical emitter and receiver assemblies are selected from the group consisting of infra-red, photoelectric and laser emitter and receiver assemblies.

10 66. An amusement ride as claimed in any one of Claims 1 to 60, in which two or more rides are used in a combat game.

15 67. An amusement ride as claimed in Claim 66, in which the passenger stations of said rides are fitted with optical emitter and receiver assemblies as claimed in Claim 65.

68. An amusement ride as claimed in any one of the preceding claims, in which said ride is waterproofed for use in a splash park.

20 69. An amusement ride as claimed in Claim 68, in which the ride is used as a combat ride and the optical emitter and receiver assemblies are replaced by one or more water cannons.